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Bibliography

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(19) [Country of Issue] Japan Patent Office (JP)
(12) [Official Gazette Type] Open patent official report (A)
(11) [Publication No.] JP,2002-292037,A (P2002-292037A)
(43) [Date of Publication] October 8, Heisei 14 (2002. 10.8)
(54) [Title of the Invention] Game machine
(51) [The 7th edition of International Patent Classification]
A63F 7/02 320
304
[FI]
A63F 7/02 320
304 D
[Request for Examination] Un-asking.
[The number of claims] 2
[Mode of Application] OL
[Number of Pages] 12
(21) [Filing Number] Application for patent 2001-100069 (P2001-100069)
(22) [Filing Date] March 30, Heisei 13 (2001. 3.30)
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[Theme code (reference)]
2C088
[F term (reference)]
2C088 AA35 AA36 EB55

[Translation done.]

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Summary

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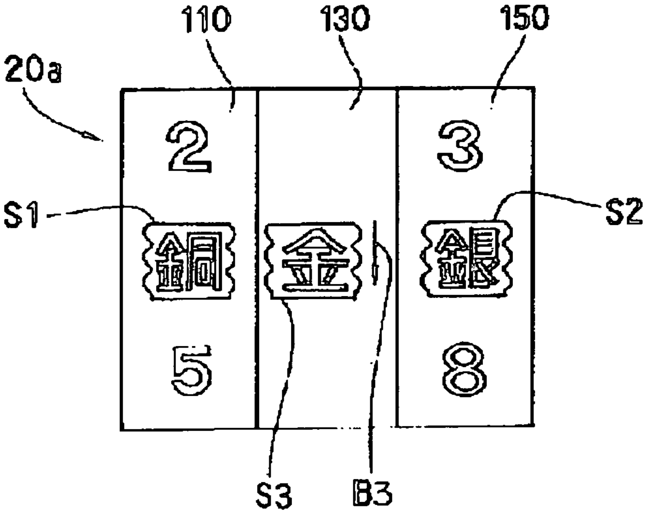
(57) [Abstract]

[Technical problem] New interest is given to process until it reports whether it is great success, and the game machine which can raise the hope for the great success which a game person holds, and a feeling of tension is offered.

[Means for Solution] In the game machine which indicates the pattern by change at screen 20a After change of the pattern displayed on the left figure handle display train 110 and the right figure handle display train 150 stops, the cover patterns S1, S3, and S2 showing the character of "copper", "gold", and "silver" are displayed on the line L1 of the left figure handle display train 110, the inside pattern display train 130, and the right figure handle display train 150, respectively. The kind of pattern currently displayed on the line L1 of the left figure handle display train 110 and the right figure handle display train 150 is changed into the midst covered by the cover patterns S1 and S2. The cover patterns S1, S2, and S3 are extinguished, and a reach pattern array is formed of the pattern on the line L1 of the left figure handle display train 110 made again identifiable and the right figure handle display train 150.

[Translation done.]



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CLAIMS

[Claim(s)]

[Claim 1] It has a lottery means to cast lots in this ** of the privilege which becomes advantageous to a game person, and a display means to display two or more patterns for a lottery for making a game person recognize the lottery result by the aforementioned lottery means. In the game machine with which two or more aforementioned patterns for a lottery are displayed by the aforementioned display means in a predetermined display mode when the aforementioned lottery result is great success the aforementioned display means The game machine displayed that the covered aforementioned pattern for a lottery is changed into an again identifiable state, and it makes a part of aforementioned predetermined display mode form after performing the cover display which covers the pattern for a lottery of [1 / at least] two or more aforementioned patterns for a lottery, and is changed into the state which is not discriminable.

[Claim 2] It is the game machine which performs a cover display by being a game machine according to claim 1, and displaying two or more cover patterns for a display means covering the pattern for a lottery in the combination which has relevance.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] Especially this invention relates to the game machine which a pattern is fluctuated to a display and displayed on it about a game machine.

[0002]

[Description of the Prior Art] In the pachinko machine which is one of the game machines, a pachinko ball (game sphere) casts lots at a predetermined field (for example, the 1st-sort starting mouth) by reading various kinds of random numbers, an ON sphere or when it passes, and whether it is great success distinguishes a gap based on this lottery result. Moreover, based on a random number, the pattern is specially indicated by change at the pattern display (for example, specially pattern drop) prepared on the game face of a board. And when it displays in the same three great success patterns array to which the pattern gathered on one line when a pattern is specially displayed in a predetermined display mode, it means reporting specially that a great success game (privilege) is given to a game person. Specifically, a great success game processes opening a large winning-a-prize mouth only during a fixed period etc., and the award balls of about 1 constant pay it out. When pattern arrays other than a great success pattern array (gap pattern array) are formed, a great success game is not given to a game person.

[0003]

[Problem(s) to be Solved by the Invention] In such a pachinko machine, change of the pattern displayed on two pattern display trains among the patterns displayed on three pattern display trains stops, and if the reach pattern array which forms a great success pattern array and which is in the state of one-step this side is displayed, a game person's interest will be concentrated on the pattern which finally stops change. However, only the case of stopping the last pattern, process after only displaying a reach pattern array in this way until it reports to a game person whether it is great success was not able to become very monotonous, and the hope for the great success which a game person holds was not able to be raised unsatisfactorily.

[0004] The place which this invention is made in view of such a point, and is made into the purpose gives new interest to process until it reports whether it is great success to a game person, and is to offer the game machine which can heighten the hope for the great success which a game person holds, and oppressive feeling.

[0005]

[Means for Solving the Problem] The 1st invention of this application for solving the above-mentioned technical problem is a game machine as indicated by the claim 1. Here, about the term indicated to a claim 1, other claims, and the detailed description, it interprets as follows.

(1) Not only a pattern but all the patterns (pictures, such as characters, such as an alphabetic character, a kanji, and the Japanese syllabary, a sign, a pattern, a figure, a still picture, and an animation etc.) usually displayed on a display with regards to a game like a pattern are specially included in "pattern." Moreover, not only in one but two or more cases, the number of a pattern contains.

(2) "display" contains not only a pattern drop but two or more one special patterns-specially drop. In displaying two or more patterns, there are one mode which displays all patterns with a pattern drop, and a mode which distributes two or more patterns of two or more to a pattern drop, and is specially displayed on it, respectively specially.

(3) Not only a perfect halt (quiescence) but a halt is included in "halt." Moreover, not only the state of standing it still but the state of moving the criteria position or the unfixed criteria position of fixation by arbitrary range in the directions arbitrary as a center is included in a idle state.

(-- 4) "a pattern display train" is a field which displays specially the train of the pattern formed in this change direction with change of a pattern in displays, such as a pattern drop Usually, although a pattern display train is formed in lengthwise toward a display, when a pattern display train is formed in a longitudinal direction toward a display, it contains.

(-- 5) "a great success pattern array" makes it recognize by stopping the pattern which was being changed by the display and displaying in this pattern array that a predet rmined privilege (for example, great success game) is given to a game person, when the lottery result by the lottery means is great success Generally, the case where the same pattern gathered on the line and is decided is called "great success pattern array." On the other hand, gap pattern array" of " is pattern arrays other than a "great success pattern array." Moreover, the case where say the pattern array in the case of being in the reach state where a "reach pattern array" may form a great success pattern array, and the same patterns as pattern display trains other than the pattern display train which generally stops change finally are displayed together is said.

[0006] According to the game machine according to claim 1, a display means performs the cover display which covers the pattern for a lottery of [1 / at least] two or more patterns for a lottery, and is changed into the state which is not discriminable. Here, "the pattern for a lottery" is a pattern used in order to make a game person recognize the lottery result by the lottery means, and a pattern etc. specifically corresponds to this specially. Although it can distinguish this pattern for a lottery that the pattern for a lottery is displayed "to cover and to change into the state which is not discriminable" for a game person, it has pointed out changing into the state where it cannot discriminate a character, a number, etc. which constitute the kind of the pattern for a lottery, for example, the pattern for a lottery, by being covered. There is a display mode which covers them in other patterns as an example of "a cover display", for example as covers all or a part of patterns for a lottery. [such] It is displayed that a display means will be in a state with the covered pattern for a lottery again identifiable after performing "a cover display." In order to consider as an again identifiable state, the pattern which has covered for example, the pattern for a lottery is eliminated, or it is made to move to other positions, and makes and displays on them. And the pattern for a lottery made again identifiable [a display means] is displayed that it makes a part of "predetermined display mode" form. "A predetermined display mode" is a display mode for making a game person recognize that the lottery result by the lottery means is great success, and the "great success pattern array" for making it specifically recognize that it is "great success" corresponds. It is the mode which displays the "reach pattern array" which is in the state of one-step this side where the "great success pattern array" "displayed that it makes a part of predetermined display mode form" is formed that it makes two or more patterns for a lottery made again identifiable constitute. It can be made to be sensed in a game machine according to claim 1 by displaying that "the display mode which forms a part of predetermined display mode" is formed of the pattern for a lottery made again identifiable that the chance, i.e., a chance to become "great success", for "a predetermined display mode" to be displayed on a game person was given. Thereby, the excitement and the hope which a game person holds can be made to increase further.

[0007] According to the game machine according to claim 2, the cover display for supposing that discernment of the pattern for a lottery is impossible is performed by displaying two or more cover patterns in the combination which has specific relevance. Here, a "cov r pattern" is a pattern for covering all or a part of patterns for a lottery, and making the kind impossible [discernment]. The pattern for an ornament displayed as an object for the ornament for entertaining a game person's eyes as a cover pattern, for example, the pattern showing the character, etc. are used. And what is displayed in a mode which makes a game person recollect a certain meaning, a content, an idea, etc. by combination of two or more cover pattern "displays in the combination which has relevance" two or more of the cover patterns is pointed out. Specifically with the combination of two or more cover patterns in which it expressed one character at a time to each With the combination of two or more cover patterns in which displayed or color was expressed to each that the word which has a certain meaning is constituted The mode it is displayed that reminds a certain idea is mentioned (for example, a meaning and an idea with one settlement are reminded by displaying three cover patterns in which the character and color of "gold, silver, and copper" were expressed). According to the game machine according to claim 2, a game person expects what "the display mode which forms a part of predetermined display mode" will be formed for of two or more patterns for a lottery made again identifiable by recognizing two or more cover patterns in which an indication was given in the combination which has specific relevance. And next, formation of "the display mode (for example, reach pattern array) which forms a part of predetermined display mode" of two or more patterns for a lottery expects what the "great success pattern array" will be shortly formed for. That is, a game person makes the hope for "great success" gradually collected by performing a gradual preliminary announcement in process until it is reported that it is "great success." Thus, according to the game machine according to claim 2, production until it displays "a predetermined display mode" and reports that it is "great success" to a game person does not become monotonous, but a game person can enjoy now a game with still higher interest nature.

[0008]

[Embodiments of the Invention] The gestalt of operation of the 1st of this invention and the gestalt of the 2nd operation are explained referring to a drawing.

[Gestalt of the 1st operation] The gestalt of the 1st operation has applied this invention to the 1st sort pachinko machine, and explains an example of the display mode of the so-called pattern of the five-line opportunity which can form five kinds of reach lines specially displayed on the screen of a pattern drop (it corresponds to the display means of this invention). Drawing 1 is the front view showing the appearance of the 1st sort pachinko machine here, and drawing 2 is the front view showing the compound equipment which expanded and expressed. Moreover, drawing 3 - drawing 5 are flow charts which show the procedure of pattern change, and drawing 6 - drawing 11 show the mode of the pattern specially displayed on the screen of a pattern drop.

[0009] In drawing 1 , compound equipment 14, the 1st-sort starting mouth 30, the large winning-a-prize mouth 34, the lower starting mouth 62, the common winning-a-prize mouth, etc. are first arranged suitably on the game face of a board 12 of the pachinko machine 10. The 1st-sort starting mouth 30 will pay out awarded balls (prize sphere) like the usual winning-a-prize mouth, if it has the starting mouth sensor 56 and a pachinko ball wins a prize. The inside gate 32 has the gate sensor 54, and even if a pachinko ball passes, it does not pay out awarded balls. The large winning-a-prize mouth 34 has a lid 66, and the lid 66 concerned is opened and closed by the solenoid 50. Moreover, the large winning-a-prize mouth 34 has the V zone 52, and the V zone 52 has V zone sensor 48. If a pachinko ball wins a prize of the V zone 52 within a large winning-a-prize mouth opening period, a great success game is continuable within the number of times of necessary (for example, 16 times). either after ten pachinko balls win a prize of the large winning-a-prize mouth 34, for example or opening wide as the above-mentioned large winning-a-prize mouth opening period until it passes for 30 seconds -- the earlier one corresponds Furthermore in the lower part of a lid 66, the lower starting mouth 62 equipped with the function equivalent to the 1st-sort starting mouth 30 is arranged. The lower starting mouth 62 has the starting mouth sensor 56 and the starting mouth sensor 60 equipped with the same function. Here, the starting mouth sensors 56 and 60 detect the pachinko ball which won a prize of each starting mouth. V zone sensor 48 detects the pachinko ball which won a prize of the V zone 52. The gate sensor 54 detects the pachinko ball which passed through the inside gate 32. In addition, a proximity sensor, a microswitch, a photosensor (an emitter and light-receiving object), etc. are used for the above-mentioned gate sensor 54, the starting mouth sensors 56 and 60, and V zone sensor 48.

[0010] Moreover, in the game face of a board 12, it has one piece or two or more ornament gates, and has the left gate 23 and the right gate 24 in this example. Unlike the gate 32, the ornament gate does not have during the above the gate sensor which detects passage of a pachinko ball. Although the right gate 24 usually has the pattern drop 26, the left gate 23 does not usually have a pattern drop. The pattern drop 26 has one piece or two or more emitters (this example two Light Emitting Diodes), and lighting and putting out lights of the emitter concerned usually serve as a pattern. Usually, when a pachinko ball passes to the inside gate 32, blink starts, and a pattern is turned on or switched off about each emitter after that, respectively. And according to the mode of lighting of each emitter, or putting out lights, the lid of the lower starting mouth 62 will be opened only during a fixed period (for example, for 4 seconds) (if right-hand side Light Emitting Diode lights up between two Light Emitting Diodes). In addition, you may usually use for the pattern drop 26 other drops which can usually display a pattern like a liquid crystal display, CRT, a Light Emitting Diode drop, and a plasma display. In this case, an alphabetic character, a sign, etc. can usually be used as a pattern. Furthermore, you may make it usually display a pattern and a special pattern on the same drop (for example, specially pattern drop 20). Moreover, lamps 16 use emitters, such as an electric bulb and Light Emitting Diode, and it is not restricted to the illustrated position but is arranged in a suitable position according to a kind, the content of a game, etc. of the pachinko machine 10.

[0011] Next, the composition of compound equipment 14 is explained, referring to drawing 2 . As shown in drawing 2 , heavens winning-a-prize mouth 14a and the special pattern drop 20 grade are prepared in compound equipment 14. Heavens winning-a-prize mouth 14a is one of the common winning-a-prize mouths. A liquid crystal display is specially used for the pattern drop 20. A pattern etc. is specially displayed on screen 20a of the pattern drop 20. In addition, the pattern specially used as a pattern has characters (an alphabetic character, a kana character, kanji, etc.), a sign, a figure, a pattern, etc. Moreover, animations (an image, animation, etc.), a still picture, etc. are displayed on screen 20a as a background pattern. As a pattern drop 20, you may use specially other drops which can display special patterns, such as CRT, a Light Emitting Diode drop, and a plasma display, etc. besides a liquid crystal display. Moreover, the hold sphere lamp 28 is displayed on the lower part position of screen 20a. The hold sphere lamp 28 is mostly arranged in the shape of level, are formed, and display the number of the pachinko ball which won specially a prize of the 1st-sort starting mouth 30 during the change display of a pattern. [two or more (for example, four pieces)] According to the number displayed on the hold sphere lamp 28, the special pattern displayed on screen 20a repeats a change display. In addition, to compound equipment 14, it has emitters, ornament boards, etc., such as a lamp, the ornament effect is demonstrated, and a game person's eyes are entertained.
[0012] When a privilege, for example, a great success game, is given to a game person, the pattern displayed on each pattern display train stops change, and they are displayed on screen 20a in a predetermined display mode. The case where a great success pattern array is formed in at least one line among a total of five lines of three horizontal lines specifically formed of the pattern displayed on the pattern display trains 110, 130, and 150 and two slanting lines is "" is a gap for the case where are great success" and the other pattern array is formed." With the gestalt of this operation, the case of the kind same on a line where a pattern is specially displayed together with all of three is considered as a "great success pattern array." In addition, all of the special pattern displayed on each display position of the pattern display trains 110, 130, and 150 are a total of ten kinds of "0" - "9."
[0013] If a pachinko ball wins a prize of the 1st-sort starting mouth 30 in drawing 1 , the patterns specially displayed on three pattern display trains 110, 130, and 150 of the pattern drop 20 will start change almost all at once in the order change direction (the direction of the arrow 15 of drawing 2). And change of the pattern of each pattern display trains 110, 130, and 150 stops after predetermined-time progress, and a predetermined pattern array is displayed. It consists of gestalten of this operation so that change of a pattern may stop in order of the left figure handle display train 110 and the right figure handle display train 150 and the pattern of the inside pattern display train 130 may finally stop change first.
[0014] It explains referring to the flow chart shown in drawing 3 - drawing 5 about the procedure of pattern change performed in the pachinko machine 10 which makes

the above-mentioned composition. Each procedure shown in these flow charts is performed by the control section prepared in the tooth back of the pachinko machine 10 etc. This control section consists of CPU (arithmetic and program control), RAM, a ROM, an I/O circuit, etc., and performs the control program memorized by ROM to timing with suitable CPU. This control section corresponds to the ″lottery means″ in this invention.

[0015] First, as shown in the flow chart of drawing 3 , when a pachinko ball wins a prize of the 1st-sort starting mouth 30 (or lower starting mouth 62), processing of ″starting mouth winning a prize″ is started. The detecting signal outputted from the starting mouth sensor 56 or the starting mouth sensor 60 of drawing 1 is specifically inputted into a control section, and processing is started. In Step S10, it is distinguished whether the number of hold spheres has reached the upper limit (for example, four pieces). ″The number of hold spheres″ means the number of the pachinko balls which won a prize of the 1st-sort starting mouth 30 or the lower starting mouth 62, while the pattern is specially changed and displayed on the pattern drop 20. If the number of hold spheres has not reached a upper limit, it progresses to processing of (NO) and Step S11, and reading and storage of various random numbers are performed. When the number of hold spheres has reached the upper limit (YES), processing is completed as it is, without carrying out anything (return).

[0016] There are the random number RA for a great success judging, the random number RB for great success patterns, the blank pattern data RC, the random number RD for a reach judging, etc. as various random numbers read in Step S11. The random number RA for a great success judging is a random number for distinguishing whether it is great success. The random number RB for great success patterns is a random number for specifying the special pattern specially displayed on the pattern drop 20 by stopping, when distinguished from great success with the random number RA for a great success judging. the blank pattern data RC are not great success by the random number RA for a great success judging (gap) -- it is -- ** -- when distinguished, it is a random number for specifying the special pattern specially displayed on the pattern drop 20 by stopping The random number RD for a reach judging is a random number for distinguishing whether it is reach. After reading and storage of various random numbers are performed in Step S11, it progresses to processing of the following step S12, and it is judged based on the random number RA for a great success judging whether it is great success. Here, if it is great success (YES), it will progress to great success pattern change processing of Step S13, and if it is not great success, it will progress to blank pattern change processing of the (NO) step S17.

[0017] In great success pattern change processing of Step S13, processing shown in the flow chart of drawing 4 is performed. ″Great success pattern change processing″ is processing for determining a display mode until the special pattern specially displayed on the pattern drop 20 stops change and a great success pattern array is formed, and performing pattern change processing here. Pattern change processing is processing for fluctuating a pattern to the pattern drop 20 specially, and actually, displaying on it specially. In the great success pattern change processing shown in drawing 4 , read-out of the random number RA for a great success judging and the random number RB for great success patterns is performed first (Step S20). And it progresses to processing of Step S21, and read-out/storage of the random number RE for change patterns (acquisition) are performed with reference to the random number RA for a great success judging based on this random number RA for a great success judging. ″The random number RE for change patterns″ is for determining a display mode until a pattern stops change specially and a predetermined pattern array is displayed, two or more display modes are beforehand prepared as a pattern change pattern, and a different random number RE for change patterns for every patterns change pattern of these is assigned. By acquiring the random number RE for change patterns, the change pattern of the special pattern specially displayed on the pattern drop 20 is determined. It separates and comes out and the pattern change pattern which can be specially displayed on the pattern drop 20 differs from the case where it is great success, by a certain case. For example, when it is great success, a pattern change pattern which stops change of a pattern where a blank pattern array is displayed cannot be chosen. Moreover, on the contrary, it separates, and it cannot come out and, in a certain case, a pattern change pattern which stops change of a pattern where a great success pattern array is displayed cannot be chosen. Therefore, in case the random number RE for change patterns is acquired, the check of whether to be great success is performed with reference to the random number RA for a great success judging, and when it is checked based on the random number RA for a great success judging that it is great success, the random number RE for change patterns is acquired out of the random number RE for change patterns corresponding to the pattern change pattern which can be displayed in the case of great success. Next, it progresses to processing of Step S23, and the random number RB for great success patterns is referred to. Based on the random number RB for great success patterns, it is distinguished and memorized whether the special pattern specially displayed on the pattern drop 20 by stopping is a probability change pattern. And it progresses to Step S24 and pattern change processing is performed. In this pattern change processing, processing for actually displaying the pattern change pattern corresponding to the random number RE for change patterns acquired at Step S21 on screen 20a is performed. After pattern change processing of Step S24 is completed, great success pattern change processing is completed and it progresses to processing of Step S14 of the flow chart of drawing 3 .

[0018] Moreover, in blank pattern change processing of Step S17, processing shown in the flow chart of drawing 5 is performed. Gap pattern change processing″ is processing for determining a display mode until a gap pattern array is formed, and actually displaying here, if the special pattern as which ″ is specially displayed on the pattern drop 20 stops change. In the blank pattern change processing shown in drawing 5 , read-out of the blank pattern data RC and the random number RD for a reach judging is performed (Step S30). And it progresses to processing of Step S31, and read-out/storage of the random number RE for change patterns (acquisition) are performed with reference to the random number RD for a reach judging based on this random number RD for a reach judging. specially -- a pattern -- a drop -- 20 -- it can display -- a pattern -- change -- a pattern -- reach -- a state -- becoming -- since -- "-- a gap -- " -- becoming -- a case -- reach -- a state -- not becoming -- a ** -- "-- a gap -- " -- becoming -- a case -- differing -- **** . For example, after being in a reach state, when " becomes gap", you have to choose a pattern change pattern which separates after forming a reach pattern array on the way, displays a pattern array, and stops change. Moreover, you have to choose a pattern change pattern which separates without forming a reach pattern array on the way, when " becomes gap" on the contrary, without being in a reach state, displays a pattern array, and stops change. Therefore, when acquiring the random number RE for change patterns, and it is checked based on the random number RD for a reach judging whether it is reach and it is checked that it is reach, after forming a reach pattern array on the way, the random number RE for change patterns is acquired out of the random number RE for change patterns corresponding to the pattern change pattern which stops change. Next, it progresses to processing of Step S32, and it is distinguished based on the random number RD for a reach judging whether it is reach. When it was distinguished that it is reach (YES), and it progressed to processing of Step S33, it was not reach and it is distinguished, it progresses to Step S36 and pattern change processing is performed to (NO).

[0019] At Step S33, comparison processing of a left figure handle and an inside pattern is performed. A "left figure handle" is a special pattern specially displayed by the left figure handle display train 110 on five lines of the pattern drop 20, and an "inside pattern" is a special pattern displayed on the inside pattern display train 130 on this line. These "a left figure handle" and an "inside pattern" are distinguished by referring to the blank pattern data RC. And when a "left figure handle" and an "inside pattern" are the same kinds (YES), it progresses to processing of Step S34, and when it is the kind from which a "left figure handle" and an "inside pattern" differ, it progresses to processing of Step S35 at (NO). When it is distinguished that a "left figure handle" and an "inside pattern" are special patterns of the same kind in Step S33, the data of a "right figure handle" are copied to the data of a "left figure handle" (Step S34). This is because the special pattern of the three same kinds is displayed and a great success pattern array is formed on one line, when a "left figure handle" and an "inside pattern" copy the data of a "left figure handle" to the data of a "right figure handle" when the same kind is a pattern specially, and they form a reach pattern array. Therefore, the array of a pattern is specially operated so that it may become a reach pattern array without forming a great success pattern array by copying the data of a "right figure handle" to the data of a "left figure handle", as described above. (However, an "inside pattern" and a "right figure handle" are not the same kinds at this time) . In addition, the "right figure handle" has pointed out the special pattern displayed on the right figure handle display train 150 on the line as which the "inside pattern" and the "left figure handle" were displayed. Moreover, when a "left figure handle" and an "inside pattern" were not special patterns of the same kind in Step S33 and it is distinguished, the data of a "left figure handle" are copied to the data of a "right figure handle" at (NO) (Step S35). Although a reach pattern array is formed by copying the data of a "left figure handle" to the data of a "right figure handle", since the "left figure handle" differs from the "inside pattern", a great success pattern array is not formed for the pattern of the same kind together with all of three on one line. And an end of processing of Step S34 or Step S35 performs pattern change processing in Step S36. The content of pattern change processing of Step S36 in blank pattern change processing is the same as the content of pattern change processing of Step 24 in great success pattern change processing. An end of blank pattern change processing also ends processing of starting mouth winning a prize in the flow chart of drawing 3 (return).

[0020] In the processing of starting mouth winning a prize shown in the flow chart of drawing 3 , after great success pattern change processing of Step 13 is completed, it progresses to great success game processing of Step S14. Great success game processing is processing for giving a game person a great success game, for example, is processing which performs opening the lid 66 of the large winning-a-prize mouth 34 wide only during a fixed period (for example, for 30 seconds), and paying out awarded balls according to the number of the pachinko balls which won a prize etc. An end of great success game processing distinguishes whether it is probability change in Step S15. This is distinguished based on the distinction result based on the random number RB for great success patterns memorized at Step S23 of great success pattern change processing, when the special pattern which forms a great success pattern array is a probability change pattern (YES), it progresses to probability change processing of Step S16, and when it is not a probability change pattern, in (NO), processing of starting mouth winning a prize ends (return). In addition, when it is becoming it a great success in a pattern specially, what the probability predetermined in probability change which is becoming it a great success is changed for (probability generally rises) is said until a predetermined period or the predetermined, predetermined transaction count passes, and a probability change game is a game to which probability change is performed. Moreover, probability change processing is processing performed in order to give a game person a probability change game. After probability change processing of Step S16 is completed, all processings of starting mouth winning a prize are ended (return).

[0021] With the gestalt of the 1st operation, as shown in drawing 6 , when change of the pattern displayed on the left figure handle display train 110 and the right figure handle display train 150 stops first, the special pattern displayed on the line L1 of the left figure handle display train 110 is "4", and the special pattern displayed on the line L1 of the right figure handle display train 150 has become "6." On five lines, in spite of changing the pattern as which a reach pattern array is still displayed on the inside pattern display train 130 since one is not formed downward (the direction of the arrow A1 in drawing), the game person recognizes it as gap" having decided " (in addition, the arrow A1 is not necessarily actually displayed on screen 20a). In such a case, a game person will lose the interest about a game at an early stage, and will become what a game lacks enjoyment as for.

[0022] Then, with the gestalt of the 1st operation, as shown in drawing 7 , the pattern of "4" which the character "copper" was displayed that the cover pattern S1 expressed in the center of abbreviation moves towards the direction of the arrow B1 in drawing in the left figure handle display train 110, and was displayed on the line L1 is covered. Thereby, it becomes impossible from a game person discriminating the pattern of "4", and although it can be recognized that a certain special pattern is displayed there, it is made into the state of not being discriminable what number to display. Next, as shown in drawing 8 , the pattern of "6" which the character "silver" was displayed that the cover pattern S2 expressed in the center of abbreviation moves towards the direction of arrow B-2 in drawing in the right figure handle display train 150, and was displayed on the line L1 is covered. Thereby, the pattern of "6" is also made into the state which is not discriminable from a game person. And while changing a pattern towards down (the direction of the arrow A1 in drawing), it is displayed also on the pattern display train 130 that the cover pattern S3 as which the "golden" character was expressed moves in the center of abbreviation towards the direction of the arrow B3 in drawing, and it is displayed on it that it is located on the line L1 of the inside pattern display train 130. In addition, the gestalt of this operation shows the example from which the cover patterns S1, S2, and S3 were constituted by the pattern as which the character of "gold", "silver" or, and "copper" was expressed to the middle of the pattern which imitated the configuration of a "teacup", as shown in drawing 7 - drawing 9 .

[0023] Next, as shown in drawing 10 , it is displayed into the left that the cover patterns S1, S3, and S2 currently displayed on the line L1 of each right pattern display trains 110, 130, and 150 move to other places, and disappear from screen 20a. Although the special pattern currently displayed on the line L1 of the left figure handle display train 110 and the right figure handle display train 150 is released from the state where it was covered and is made again identifiable by this, at this time, "4" before being covered, and "6" are not patterns specially, and the special pattern made again identifiable is both changed and displayed on the special pattern of "7." That is, after it is displayed that the cover patterns S1, S2, and S3 disappear, the pattern of "7" is displayed on [both] the line L1 of the left figure handle display train 110 and the right figure handle display train 150, and the reach pattern array of "7, **, 7" is formed on a line L1 (** shows under change of a pattern). Since [of such "4" and "6"] a change for a pattern is specially made from a pattern in the midst of [by which both patterns are covered] "7", a game person's eyes are not touched. Therefore, the kind of pattern is changed specially, and though it displays that a reach pattern array is formed of the special pattern made again identifiable, since a game person is not made to sense sense of incongruity etc., interest of a game is not spoiled.

[0024] By displaying into the left three cover patterns S1, S3, and S2 in which the character of "copper", "gold", and "silver" was expressed, with the gestalt of this operation, on the line L1 of each right pattern display trains 110, 130, and 150, as shown in drawing 9 The idea which has the settlement "gold, silver, and copper" to a game person is reminded (for example, "gold, silver, and copper" remind the color of the medal granted as a prize, or a trophy by the athletic meet). Thus, it has announced beforehand to the game person that a reach pattern array is formed of two or more patterns for a lottery which become again identifiable by displaying a cover pattern in the combination which has the relevance of "gold, silver, and copper." And if the reach pattern array of "7, **, 7" is formed on a line L1 as shown in drawing 10 , a game person will hold a hope to the great success pattern array of "7, 7, 7" being formed. That is, in process until it reports "great success" to a game person, an indication in which the hope for "reach" and the hope for "great success" are made to hold gradually is given, and the production of a game is new and has enjoyment.

[0025] In addition, with the gestalt of the 1st operation, after [which was explained above] the reach pattern array of "7, **, 7" is formed on a line L1, as shown in drawing 11 , the pattern of "7" is displayed on the line L1 of the inside pattern display train 130, and the great success pattern array of "7, 7, 7" is formed on a line L1. That is, it can be said that the mode of the pattern change in the gestalt of the 1st operation is one mode when it is distinguished by the control section which was explained above and which read the random number for a great success judging that a lottery result is "great success", it is the mode of the pattern change for reporting that it is "great success" and "great success pattern change processing" is given to a game person. Furthermore, when [of "7" in which the great success pattern array was formed] a pattern is a probability change pattern specially, it means reporting that a probability change game is given to a game person, and a probability change game is given to a game person after that.

[0026] Although the gestalt of the 1st operation explained the display mode of a pattern when two or more cover patterns are displayed in the combination which has the relevance of "gold, silver, and copper", the display of a pattern is performed by mode which is explained below when two or more cover patterns are not displayed in combination like "gold, silver, and copper" on the contrary. First, as shown in drawing 8 , the cover patterns S1 and S2 as which the character of "copper" and "silver" was expressed are displayed in order on the line L of the left figure handle display train 110 and the right figure handle display train 150. And the special pattern of ″4″ and ″6″ is covered by the cover patterns S1 and S2, and is made impossible [discernment]. However, after that, on the line L1 of the inside pattern display train 130, the cover pattern S3 as which the ″golden″ character was expressed is not displayed, but suppose that the combination which has a series of relevance of ″gold, silver, and copper″ with two or more cover patterns was not formed. In such a case, it means announcing beforehand specially two or more things which are made again identifiable and for which a ″reach pattern array″ is not formed of a pattern to a game person, after a cover display is performed. Therefore, on the line L1 of the left figure handle display train 110 in screen 20a after the kind was not changed in the midst of [by which the pattern is covered] ″4″ covered by the cover patterns S1 and S2 and ″6″ and the cover display was performed, and the right figure handle display train 150, the special pattern of ″4″ and ″6″ is displayed as it is succeedingly specially. In this case, a great success game is not given to a game person, without forming a great success pattern array, since a reach pattern array is not formed on a line L1.

[0027] [Gestalt of the 2nd operation] Like the gestalt of the 1st operation, the gestalt of the 2nd operation applies this invention to the 1st sort pachinko machine, and shows one mode of the pattern display in a five-line opportunity. Here, each of drawing 12 - drawing 15 is the display modes of the pattern displayed on screen 20a of the special pattern drop 20 in the gestalt of the 2nd operation. In these drawings, the same sign is given to the same element as the element shown in drawing 6 - drawing 11 in the gestalt of the 1st operation. In addition, also in the gestalt of the 2nd operation, it is constituted so that change of a pattern may stop in order of the left figure handle display train 110 and the right figure handle display train 150 and change of the pattern of the inside pattern display train 130 may finally stop first. In the case of change processing of the special pattern displayed on each pattern display train, ″starting mouth winning-a-prize processing″ shown in the flow chart of drawing 3 - drawing 5 and ″great success pattern change processing″ and ″ are gap pattern change processing″ are performed.

[0028] As shown in drawing 12 , when change of the pattern displayed on the left figure handle display train 110 and the right figure handle display train 150 stops, the special pattern of ″2″ is expressed as the gestalt of the 2nd operation on [both] the line L1 which is the display position of the inside step of both the patterns display train. That is, on the line L1, the reach pattern array of ″2, **, 2″ is formed, and the game person holds a hope to a ″great success pattern array″ being formed. Here, though the great success pattern array of ″2, 2, 2″ is formed after that when [of ″2″ which forms the reach pattern array of ″2 **, 2″] a pattern is not a probability change pattern specially, a probability change game is not given to a game person. If a probability change game is not given, since the probability which is becoming it a great success by the subsequent game is not raised, the hope for ″great success″ which a game person holds is usually smaller than the case where a reach pattern array is formed of a probability change pattern. As shown in drawing

13 , in the game machine in the gestalt of this operation Then, the left, On the line L1 of each right pattern display trains 110, 130, and 150, inside ″Copper″, The pattern of ″2″ in which the cover patterns S1, S3, and S2 showing the character of ″gold″ and ″silver″ were displayed, respectively, and were displayed on the line L1 of the left and the right figure handle display trains 110 and 150 is covered, and is made impossible [discernment]. In addition, the mode as which each cover patterns S1, S3, and S2 of ″copper″, ″gold″, and ″silver″ are displayed on screen 20a by appearing is the same as that of the gestalt of the 1st operation.
[0029] And as shown in drawing 14 , the special pattern of ″2″ which was displayed that each cover patterns S1, S3, and S2 of ″copper″, ″gold″, and ″silver″ currently displayed on the line L1 moved and disappear from screen 20a, and was displayed on the line L1 of the left figure handle display train 110 and the right figure handle display train 150 is made again identifiable. However, specially, the pattern is changed into the pattern of ″7″ which is a probability change pattern in the midst of [which is covered] ″2″, and the special pattern of ″7″ is displayed on the line L1 of the left figure handle display train 110 after the cover display was performed, and the right figure handle display train 150. Thereby, on a line L1, not the reach pattern array of ″2, **, 2″ before a cover display but a reach pattern array with the probability change pattern of ″7, **, 7″ is displayed. In the gestalt of the 2nd operation, since [of such ″2″] a change for a pattern is specially made from a pattern in the midst of [by which each special pattern is covered] ″7″, a game person's eyes are not touched. Therefore, though the kind of each special pattern is changed suddenly, since a game person is not made to sense sense of incongruity etc., the interest of a game is not spoiled.
[0030] With the game machine in the gestalt of this operation, as explained above, after displaying a reach pattern array in the pattern of ″2″ which is not once a probability change pattern, the kind (number) of each special pattern is changed and the new reach pattern array with the pattern of ″7″ which is a probability change pattern is displayed. By such display, a game person comes to hold the hope whether to develop into reach with a probability change pattern still more advantageous to a game person though it once becomes reach.
[0031] With the gestalt of the 2nd operation, as shown in drawing 14 , after the reach pattern array of ″7, **, 7″ is formed on a line L1, as shown in drawing 15 , on the line L1 of the inside pattern display train 130, the pattern of ″6″ is displayed and the blank pattern array of ″7, 6, 7″ is formed. That is, when a lottery result is distinguished by the control section from which the mode of pattern change shown with the gestalt of the 2nd operation read the random number for a great success judging as ″ is gap″, it is the mode of the pattern change for reporting that ″ is gap″ to a game person, and it can be said that ″ is one mode when gap pattern change processing″ is performed. A great success game is not given to a game person after all, therefore a probability change game is not given, either.
[0032] Gestalt] of operation of others [[ ] In addition, in the pachinko machine

(game machine) 10 mentioned above, about the structure of other portions, a configuration, the quality of the material, the number, arrangement, and an operating condition, it is not limited to the gestalt of the above-mentioned implementation, and can change variously if needed. For example, each following gestalt adapting the gestalt of the above-mentioned implementation can also be carried out.

[0033] (A) Although the display mode which announces beforehand to a game person that a reach pattern array is formed after a cover display by displaying in the combination which has the relevance of "gold, silver, and copper" for two or more cover patterns was illustrated with the gestalt of the 1st and the 2nd operation You may make it announce beforehand to a game person that a reach pattern array is not formed after a cover display by combining, for example, displaying in the combination of "gold, silver, and iron" two or more cover patterns of whose are not "gold, silver, and copper." By performing the display with such unexpected nature, it is possible to heighten further the hope for the great success which a game person holds, and oppressive feeling.

[0034] (B) Although the display mode which announces beforehand to a game person that a reach pattern array is formed after a cover display by displaying in the combination which has the relevance of "gold, silver, and copper" for two or more cover patterns was illustrated with the gestalt of the 1st and the 2nd operation, don't limit to such a mode. For example, it can also announce beforehand to a game person that a reach pattern array is formed after a cover display by displaying two or more cover patterns in the combination of "gold, gold, and gold." That is, you may make it announce that a reach pattern array is formed beforehand to a game person noting that all the characters that display two or more cover patterns and in which "have and put relevance together" was meant to two or more cover patterns are the same cases.

[0035] (C) Although the display mode in which a reach pattern array is surely formed of the special pattern made again identifiable was illustrated with the gestalt of the 1st and the 2nd operation when it displayed in the combination which has the relevance of "gold, silver, and copper" for two or more cover patterns, don't limit to such a mode. For example, it is good though a reach pattern array may not be formed of the special pattern made again identifiable though displayed in the combination which has the relevance of "gold, silver, and copper" for two or more cover patterns. You may make it the probability that a reach pattern array will not surely be formed after a cover display, but a reach pattern array will be formed report a bird clapper to a game person more highly than usual by displaying on others in the combination which has the relevance of "gold, silver, and copper" for two or more cover patterns.

[0036] (D) Although the display mode in which a reach pattern array is formed was illustrated with the gestalt of the 1st and the 2nd operation after the cover display was performed by three cover patterns, even when such a cover display is not performed, of course, a reach pattern array may be formed. That is, when a reach pattern array is formed, it will be in a reach state and a great success pattern array is further formed, even when one is not displayed for a cover pattern and a cover display is not performed, and it is becoming it a great success, naturally it is possible.

[0037] (E) Although the example from which the cover pattern is constituted from a gestalt of the 1st and the 2nd operation by the pattern which imitated the configuration of a "teacup" was shown, don't limit in this way. If a cover pattern is a pattern with a color, a configuration, etc. which cover a pattern specially and are made to discernment impotentia, it can also consist of what patterns. The pattern for an ornament for ornamenting the background of a screen, the pattern of the character of making it appearing in a screen in order to entertain a game person, etc. can also constitute a cover pattern.

[0038] (F) Although the gestalt of the 1st and the 2nd operation showed the example whose pattern for a lottery for making a game person recognize the information about grant of a privilege is a "special pattern", don't limit in this way. For example, this invention can be applied even when the pattern for a lottery is constituted by the "common pattern" in the 3rd sort pachinko machine.

[0039] (G) Although it constituted from a gestalt of the 1st and the 2nd operation so that change of a pattern might stop in order of a pattern display train among left figure handle display train -> right figure handle display train ->, the order which stops change can be changed variously if needed. For example, you may be the five-line opportunity which change of a pattern stops among left figure handle display train -> in order of a pattern display train -> right figure handle display train.

[0040] (H) Although the gestalt of the 1st and the 2nd operation showed the example which applied this invention about the pachinko machine of the vertical scrolling type with which the pattern display train was constituted by lengthwise, don't limit to such a mode. For example, a pattern display train is constituted by the longitudinal direction, and this invention is applicable even if it is the pachinko machine of the horizontal scrolling type with which the pattern for a lottery is changed in a longitudinal direction.

[0041] (I) Although screen 20a showed the example which consists of three right pattern display trains into the left with the gestalt of the 1st and the 2nd operation again, it does not limit to such a mode, and this invention is applicable even if it is the game machine which consisted of one or five pattern display trains.

[0042] (J) Moreover, although the gestalt of the 1st and the 2nd operation explained the mode of the pattern displayed on the pattern display train of screen 20a in a five-line opportunity, you may be the display mode of the pattern in the pachinko machine of other types. For example, this invention is also applicable to an one-line opportunity or an eight-line opportunity.

[0043] (K) Moreover, although this invention was applied to the pachinko machine 10 with the gestalt of the 1st and the 2nd operation, this invention is applicable similarly about what has the display which are game machines other than the 1st sort pachinko machine (for example, the 3rd sort pachinko machine, a slot machine, an arrangement ball machine, a video game machine, etc.), is changed and displays a pattern.

[0044]

[Effect of the Invention] According to this invention, new interest can be given to process until it reports whether it is great success to a game person, and the game machine which can heighten the hope for the great success which a game person holds, and oppressive feeling can be offered.

[Translation done.]

* NOTICES *

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2.**** shows the word which can not be translated.

3.In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the front view showing the appearance of a pachinko machine.

[Drawing 2] It is the front view which expanded and expressed compound equipment.

[Drawing 3] It is the flow chart of starting mouth winning-a-prize processing.

[Drawing 4] It is the flow chart of great success pattern change processing.

[Drawing 5] It is the flow chart of blank pattern change processing.

[Drawing 6] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 1st operation.

[Drawing 7] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 1st operation.

[Drawing 8] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 1st operation.

[Drawing 9] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 1st operation.

[Drawing 10] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 1st operation.

[Drawing 11] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 1st operation.

[Drawing 12] It is drawing showing an example of the content displayed on the

screen of the special pattern drop in the gestalt of the 2nd operation.
[Drawing 13] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 2nd operation.
[Drawing 14] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 2nd operation.
[Drawing 15] It is drawing showing an example of the content displayed on the screen of the special pattern drop in the gestalt of the 2nd operation.
[Description of Notations]
10 -- Pachinko machine (game machine)
20 -- It is a pattern drop (display) specially.
20a -- Screen
30 -- The 1st-sort starting mouth
34 -- Large winning-a-prize mouth
56 60 -- Starting mouth sensor
62 -- Lower starting mouth
110 -- Left figure handle display train
130 -- Inside pattern display train
150 -- Right figure handle display train
S1, S2, S3 -- Cover pattern

[Translation done.]

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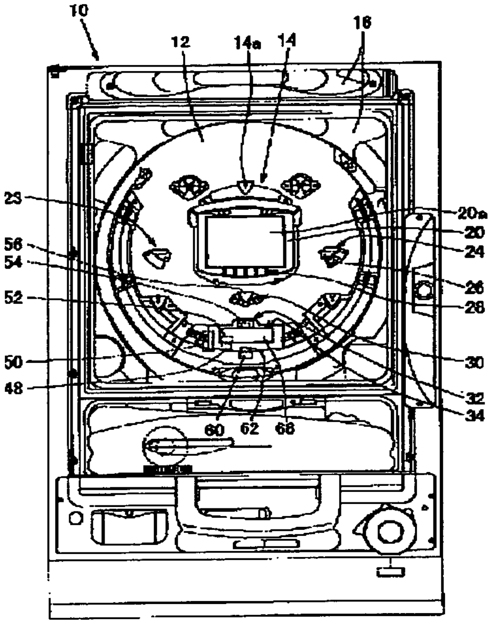
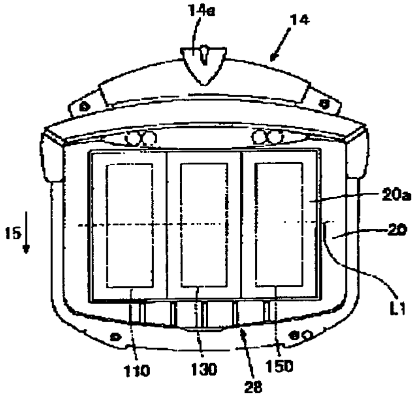
3.In the drawings, any words are not translated.

DRAWINGS

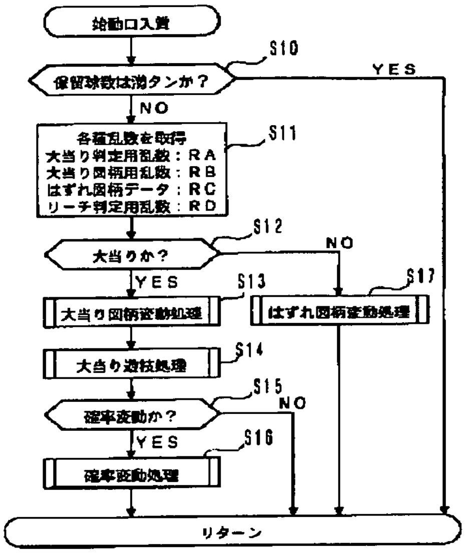
[Drawing 1]


10
12
14a
14
16
23
56
54
52
50
48
20a
20
24
26
28
30
32
34
60
62
68

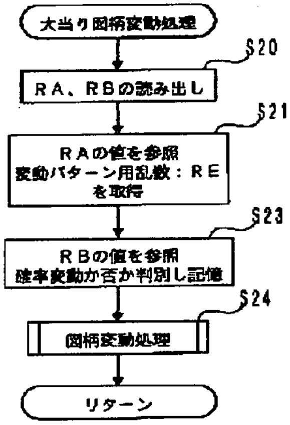
[Drawing 2]


14a
14
20a
20
15
L1
110
130
150
28

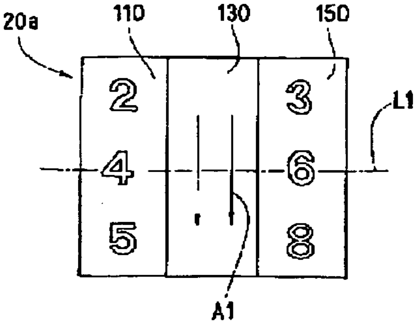
[Drawing 3]


始動口入賞
S10
保留球数は満タンか？
YES
NO
S11
各種乱数を取得
大当り判定用乱数：ＲＡ
大当り図柄用乱数：ＲＢ
はずれ図柄データ：ＲＣ
リーチ判定用乱数：ＲＤ
S12
大当りか？
NO
YES
S13
大当り図柄変動処理
S17
はずれ図柄変動処理
S14
大当り遊技処理
S15
NO
確率変動か？
YES
S16
確率変動処理
リターン

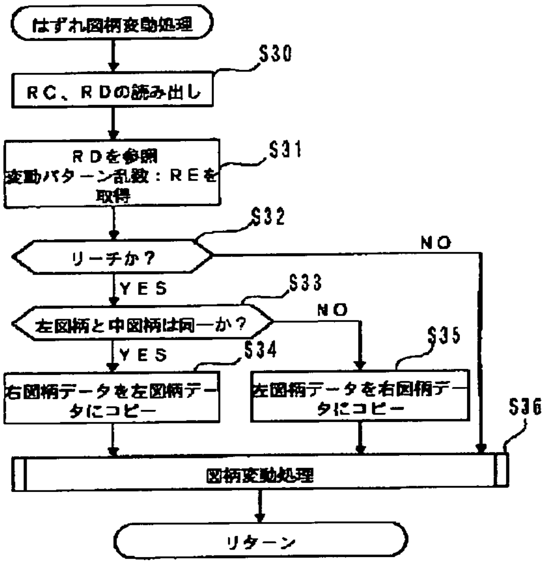
[Drawing 4]


大当り図柄変動処理
S20
ＲＡ、ＲＢの読み出し
S21
ＲＡの値を参照
変動パターン用乱数：ＲＥ
を取得
S23
ＲＢの値を参照
確率変動か否か判別し記憶
S24
図柄変動処理
リターン

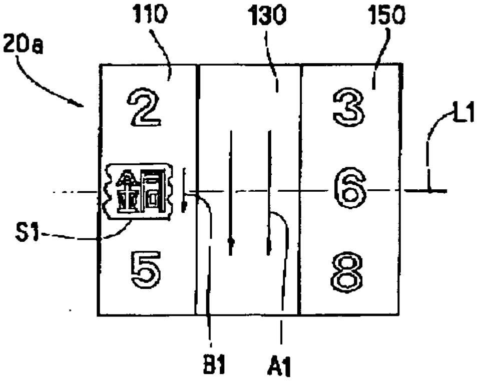
[Drawing 6]


20a
110
130
150
L1
2
4
5
3
6
8
A1

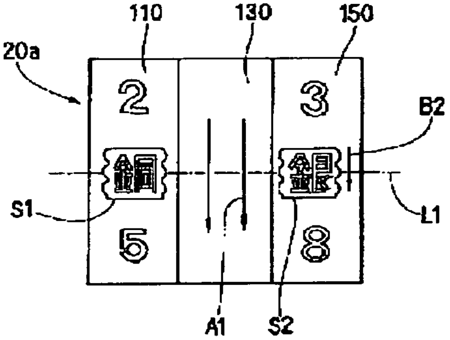
[Drawing 5]


はずれ図柄変動処理
S30
RC、RDの読み出し
S31
RDを参照
変動パターン乱数：REを
取得
S32
リーチか？
NO
YES
S33
左図柄と中図柄は同一か？
NO
YES
S34
右図柄データを左図柄データにコピー
S35
左図柄データを右図柄データにコピー
S36
図柄変動処理
リターン

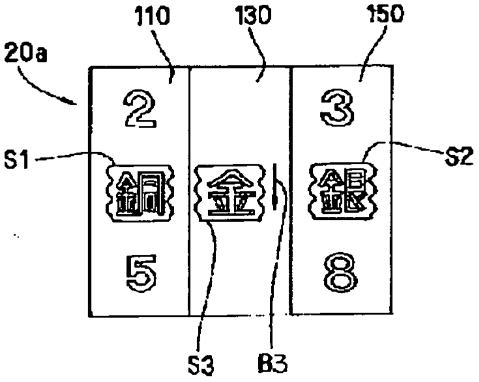
[Drawing 7]


110
130
150
20a
2
3
6
L1
S1
5
8
B1
A1

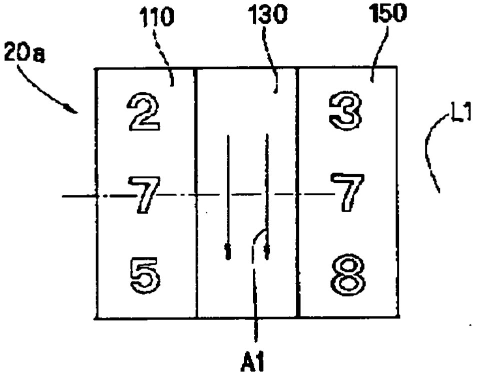
[Drawing 8]


110
130
150
20a
2
3
B2
S1
L1
5
8
A1
S2

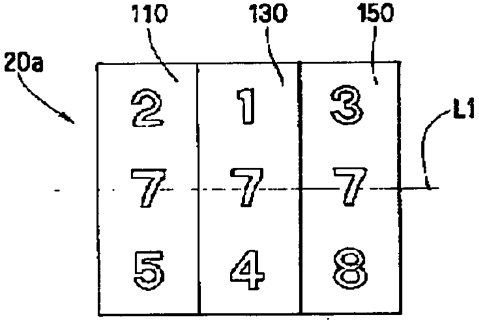
[Drawing 9]


110
130
150
20a
2
3
S1
銅
金
銀
S2
5
8
S3
B3

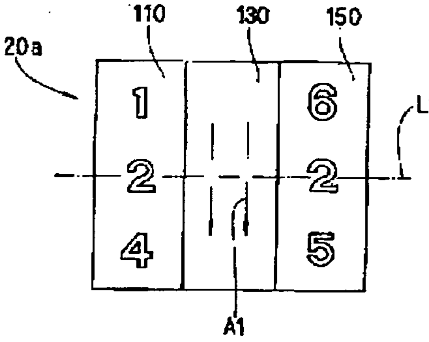
[Drawing 10]


110
130
150
20a
2
3
L1
7
7
5
8
A1

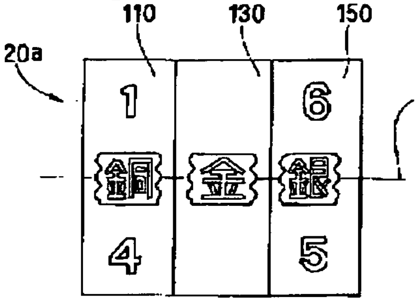
[Drawing 11]


110
130
150
20a
2
1
3
L1
7
7
7
5
4
8

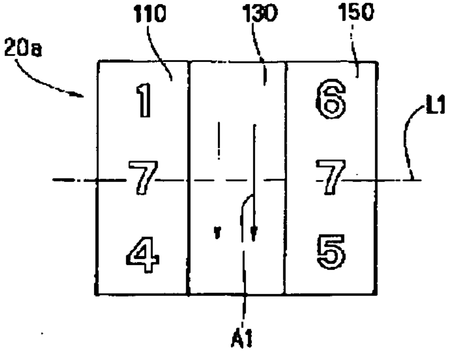
[Drawing 12]


110
130
150
20a
1
6
L1
2
2
4
5
A1

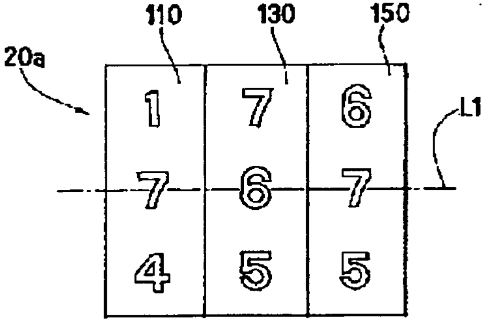
[Drawing 13]


110
130
150
20a
1
6
L1
銅
金
銀
4
5

[Drawing 14]


110
130
150
20a
1
6
L1
7
7
4
5
A1

[Drawing 15]


110
130
150
20a
1
7
6
L1
7
6
7
4
5
5

[Translation done.]